

# DISCOVER THE LITTLE COMPUTER PEOPLE™

## THE DISCOVERY

Months of exhaustive research finally defined the method by which the beings could be lured out of the computer, allowing observation of them. It was determined that what the beings wanted most was a comfortable environment to live in, so we designed a 2½ storey house that resides in software on a diskette or cassette and can be loaded into the computer. The house has a large living room, an efficient kitchen, a comfortable bedroom, a bathroom, a study and a recreation room.

Our initial work proceeded using Commodore 64/128 computers. It was in early July that the "house on a disk" was first loaded into an Apple II computer and a subject moved in. The significance of the Apple find lies in the reinforcement of our hypothesis that the little computer people live inside all computers.



## OBSERVATIONS

We are currently studying the culture of approximately twelve different subjects. The following lists common traits exhibited by all subjects.

1. As with homo sapiens, there is a basic need to eat, drink and sleep.
2. Full use is made of the many amenities provided in the house.
3. They appear to be health-conscious and routinely brush their teeth, shower and exercise.
4. They take good care of their pets and make sure they are fed regularly.
5. They have demonstrated a desire to communicate and can read and write English.
6. They can be moody – at one moment happy and at another moment a bit sad.

This last point opens discussion of the various means of interaction we, as researchers, have had with the little people. We have been able to communicate by typing messages on the keyboards of our research computers and are able to ring the telephone in the house as well as set the alarm clock for a desired time. We also, of course, take care to provide food and water on a regular basis. We have also recently developed the capability of providing food for the subjects' dogs. These capabilities, combined with our ability to give a reassuring pat on the head, have allowed for an extraordinary rapport to develop between researchers and subjects.

© 1985 Modern Computer Anthropolgy. Reprinted by permission.

## PREVIOUS ADDRESS

One might say the Little Computer People have certainly moved up (and out) in the world. With sharp circuit boards, hot resistors, humming capacitors and who knows what else, it's a wonder the Little Computer People even retained a sense of humour!

## CHRONOLOGY OF THE DISCOVERY

1977

It was a typically warm, lazy August night in California. Children laughing. Dogs barking in the distance. But, on a quiet Palo Alto street, in a nondescript 2-car garage, a hand-assembled prototype of the world's first home computer was set on top of a work-bench. Two tired engineers beamed as they admired their hard work. They had only the slightest idea of what they had actually "created."



Perched atop a not-so-comfortable stool, with a large mug of root beer in one hand and his chin in the other, he had problems. A pesky "glitch" had been haunting him. Perfect code was going in, but mumbo-jumbo was coming out.



He theorized that someone or something was actually inside his computer, playing havoc with his music. Through Malcolm Kaufman, he enlisted the aid of James Wickstead Associates, a highly respected engineering firm in New Jersey. The search was on.

1985

It's a time of growth in many ways. Forces are joined. David Crane spearheads Activision's Research Group, and a breakthrough is quickly achieved. The very first Little Computer Person is spotted. A fully functional 2½ story "house-on-a-disk" is devised, and an actual LCP moves in!



1984

In sunny Southern California, artist/composer Rich Gold was off key. Every D-flat he hit on his computer resounded back as a D-sharp. Not a pretty sound.



1980

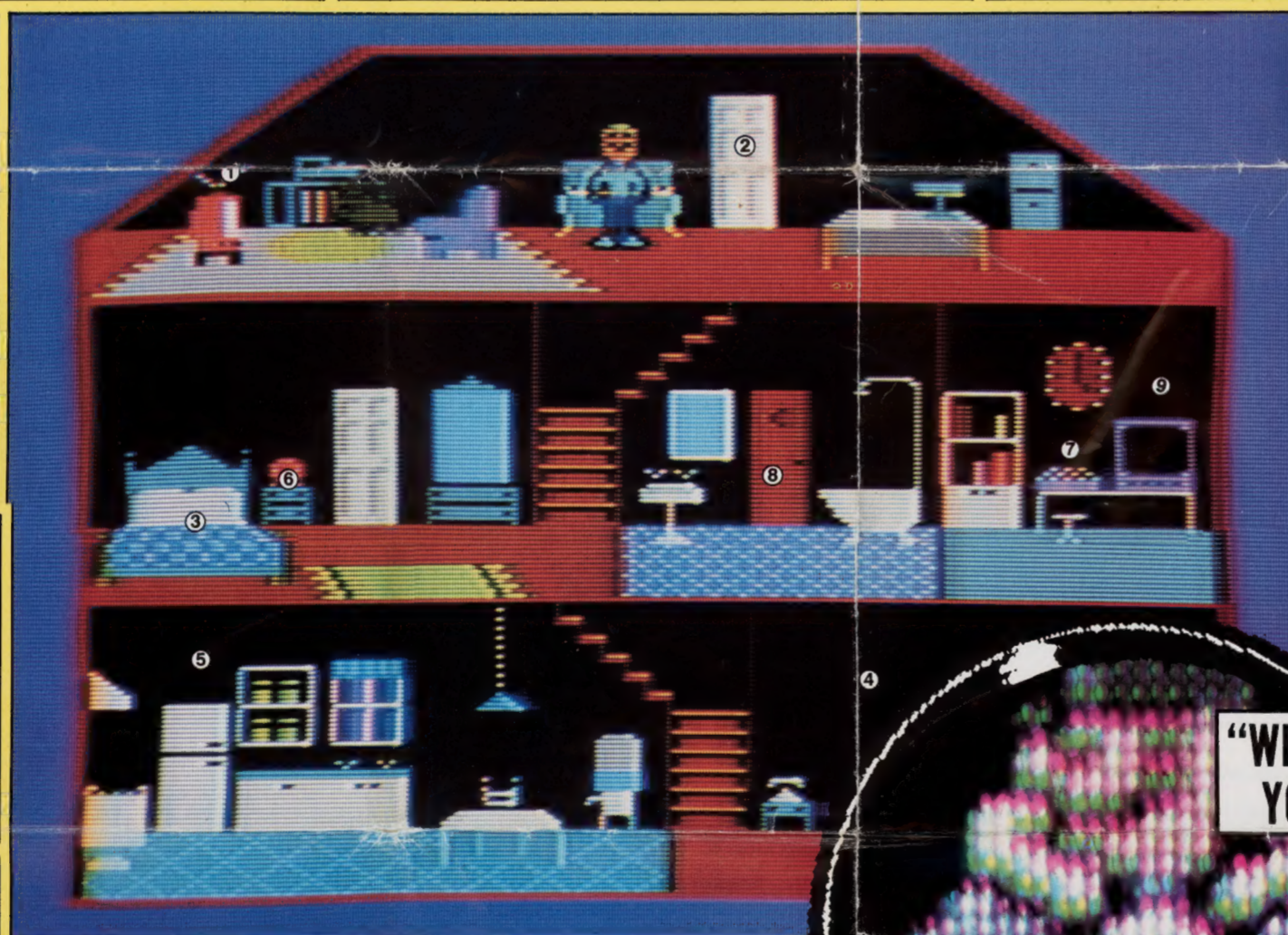
In the middle of a cold winter night, David Crane was thinking about computer systems and frowning.

## FEATURES

1 Recreation Room. Everything a product of the electronic generation could want – stereo and TV included. Piano is well tuned.

2 The closet has become quite popular. Researchers don't know why. Little Computer People aren't saying. It's a mystery yet to be unravelled by researchers.

3 Sleeping Quarters. Quite comfortable. Designers seemed to hit it just right here. The selection of extra-firm beds offers maximum restfulness. Little Computer People have developed back problems due to cramped quarters. (Water beds are not allowed, due to possible computer damage.)



4 Living Room. Spacious. Very nice fireplace and cozy armchair make this a favourite hideaway. Phone works and is within easy reach.

5 The Kitchen. Comes equipped with fridge, stainless steel sink, stove and cabinets for foodstuffs. The water bottle must be kept filled.

6 Dresser seems to be particularly well-received. The alarm clock, however, may not be applauded by all Little Computer People.

7 A typewriter provides the perfect outlet for those Little Computer People who need to exercise brains in addition to brawn.

8 Bath. We all know the importance of proper hygiene. Bath sink and water closet are all easily accessible. There has been some complaint about lack of hot water. They seem to love long showers.

9 The Study. For reflective periods or when some paperwork needs to get done. Personal desk, book shelf, and, of course, a computer are all provided. Wonder who's living inside his computer?

"WELL HOW DO YOU DO?!!"

ACTUAL PHOTOGRAPH OF A REAL LITTLE COMPUTER PERSON

## REMARKABLE RESIDENCE

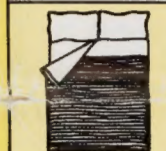
This house-on-a-cassette, still considered experimental research software, is an ingenious device which attracts a Little Computer Person out of the hidden recesses of a very typical home computer.

RECORD YOUR  
OBSERVATIONS  
HERE

## FORMS OF RELAXATION



## SLEEPING HABITS



## APPETITE

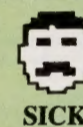


## APPEARANCE

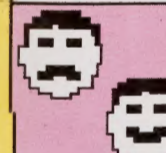


## WATCH OUT!

Remember you are completely responsible for the care and maintenance of your Little Computer Person and his pet. Like all living creatures, your LCP needs regular food and water, and he will become sick if you allow his supplies to run out.



## PERSONALITY



## HYGIENE



## MUSICAL ABILITY



## OVERALL HEALTH/EXERCISE



